Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN** TYPE [ SMALL ENTITY (Column 1) (Column 2) OR **TOTAL CLAIMS** RATE FEE RATE FEE BASIC FEE 385.00 BASIC FEE 770.00 NUMBER EXTRA NUMBER FILED **FOR** OR TOTAL CHARGEABLE CLAIMS minus 20= X\$18= X\$ 9= OR INDEPENDENT CLAIMS minus 3 =X86= X43= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL OTHER THAN **CLAIMS AS AMENDED - PART II SMALL ENTITY** SMALL ENTITY OR (Column 2) (Column 3) (Column 1) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL RATE TIONAL **PREVIOUSLY** AFTER **AMENDMENT EXTRA** FEE FEE **AMENDMENT** PAID FOR X\$18= Minus X\$ 9= Total OR Minus Independent X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI- $\mathbf{\omega}$ REMAINING NUMBER **PRESENT** RATE TIONAL RATE TIONAL **PREVIOUSLY** AMENDMENT AFTER **EXTRA** FEE PAID FOR FEE **AMENDMENT** Minus Total X\$18= X\$ 9= OR Minus Independent X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE **PREVIOUSLY** ENDMENT AFTER **EXTRA AMENDMENT** PAID FOR FEE FEE Minus **Total** X\$18= X\$ 9= OR Minus Independent X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR \* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR \*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." \*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." ADDIT, FEE ADDIT. FEE The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.